



☆ ☆ ☆ ☆ ☆ The AVALON HILL GENERAL

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ORIGINAL GETTYSBURG IS BACK!

Hex Version Was Hexed

Bowing to continued demand for the original 1958 version of Gettysburg, we have finally decided to re-stock this game.

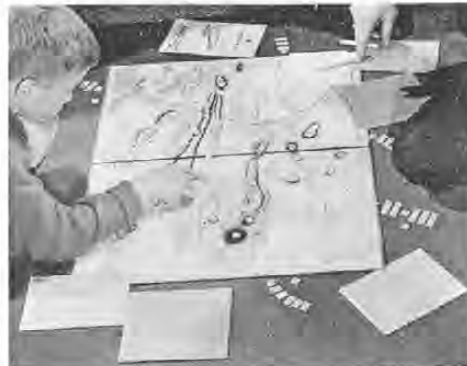
And since it was necessary to re-print all of the parts we have made a few improvements but without altering the original realistic styling of the map. The instruction booklet is called the "Battle Manual" and includes the rules, examples of play and a historical commentary. The Order of Appearance Cards have been re-styled for easier identification of troop counters. The troop counters remain blue and grey and rectangular in shape, however, they have been updated to include more historical data. The Time Record Card has also been corrected to eliminate the minor discrepancies that occurred in the original set.

Hexagonal Version to be Dropped

The 1961 version of this game will eventually be worked out of the line. Those of you desiring replacement parts for this game are advised to order them now before stock becomes completely depleted.

Available Directly from AH

Although we have this game now in stock, and many stores are already



ordering it, you will not always be guaranteed of getting this version at your local game outlet. But by ordering directly from us you will be sure to get this version. In fact, it is no longer possible to order the hexagonal version from us direct.

The \$4.98 price remains even though manufacturing costs have skyrocketing in the last 5 years. And because there are some alterations to the original version, please refer to it as the 1964 copyright version.

Replacement Parts for 1958 Version

The 1964 game parts can be used on the original set; however, when ordering the troop counters it is best that you also order the Order of Appearance and Time Record Cards. But for practical purposes both versions are the same.

Was the Battle of Gettysburg "Fixed?"

As this newsletter goes to press the inhabitants of that quaint little Pennsylvania town will be in the midst of celebrating the 101st anniversary of the famous Civil War battle. (Actually we are told that there are a few still celebrating the 100th anniversary.)

One of our correspondents smells a rat. He asks... "how come both armies, as scattered as they were, just happened to meet at this particular town? Did anyone ever think to question the use of guides stationed along all incoming routes directing traffic? And who timed all the traffic lights on Main Street

in favor of the underdog Confederate forces? How did all the ice cream vendors get to Seminary Hill so quickly? Yes, Mr. Avalon, or Mr. Hill, or whoever is the brains behind your outfit, it's been rather obvious to me that the whole episode was the result of a fantastic promotional stunt by the Gettysburg Chamber of Congress to get themselves on the map."

Well now, fans, this fellow has a point. Have you ever asked yourself... why did Longstreet dilly-dally just long

(Continued on page 2)

Plan Red—Phooey

In your May issue there were several articles for winning in D-Day with the German troop, this is crazy. I can break any defense the German madmen can mastermind. First by landing at Brittany, Bay of Biscay, or South France which offer a great distance between you and German reserves. Second advance slowly (one square per turn) toward the enemy "North Sea - Antwerp - Meuse - Belfort - Epinal Defense Line". Third stack up all the units you can receive until the 36th week and don't make any attacks. Fourth you now have some 376 combat and 388 defensive factors against the Germans 165 combat, 212 defensive factors plus a possible 70 combat factors, if they last that long.

Allies Outnumbered 2 - 1

The advantages are you outnumber the enemy 2 to 1 and can use half your force to make many attacks all at once which would have him on the run. The disadvantages are you have less than 14 weeks to win, also in your slow advance as soon as the 2 invasions pass, he can advance upon you and leave a large amount of territory to withdraw through, but of course you can forget about it. Move on his defense 4 square turns. The allies lose no units but gain replacement while the axis lose no units and join no replacement until some combat occurs. The Germans can not get replacements until they engage in combat. This may also be used in Stalingrad to some extent. V. P. Philips, 7 Oxford Terrace, Hampton, Va.

Design Your Own Games

Amateur battle game inventors wishing to design their own can purchase plain white mapsheets containing hexagons on a white background. They are available on 22" x 28" sizes for \$1.00 per sheet. Quantity is limited at the present time.

★ ★ ★ ★ ★ GENERAL

a bi-monthly newsletter mailed on the 1st day of January, March, May, July, September and November.

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We Plead: "Not Guilty"

C'mon fellows...lay off. Stop calling the Better Business Bureau. We're not mind readers, you know. You're not getting your games, or parts, or whatever you're ordering because you're forgetting to tell us where you live. We've got a stack of orders in here that do not contain addresses. In fact, over 90% of the complaints about poor service on our part are due to the fact that you have forgotten to include your home address in your letter. Please...make sure your name and address is on every letter or order that you send in.

Was the Battle "Fixed?"

(Continued from page 1)

enough to allow the Federals to recoup and ultimately force the stalemate?

Did "someone" get to Jeb Stuart? It's strange that he suddenly wasn't around when all the fighting was going on...a situation not compatible with his flair for always being in the thick of things.

And when you get right down to it... whose side was Abner Doubleday really on? If he had spent more time inspiring his 1st Union Infantry Corps and less time inventing baseball surely the war could have ended right then and there... or didn't he want to alienate his friends in the south which was to become the spawning ground for the nation's best professional ballplayers such as Ty Cobb and Pete Runnels?

Our correspondent feels that a congressional investigation into this matter is long overdue. What do you think?

Well, this is what we think...this whole article is a bit of provocative nonsense by our neurotic editor to remind you that "original Gettysburg" is back in stock. A continuing flood of requests for this particular title left us with no alternative but to re-run the '58 edition. Elsewhere in this newsletter are the facts on the new and improved version of the original Gettysburg game. And if you think that the real campaign was "fixed," we'd have to say that you're "even further out" than our editor.

Congratulations—Wesley H. Sayre Jr.—Contest Champ

Congratulations go to Mr. Wesley H. Sayre, Jr., Rosedale 22, New York, for entering the best contest paper. He eliminated every British Unit, 11 defense factors in all. Second place contestant, Tim Price, Medford, Oregon also eliminated all British Units but suffered more German Casualties than did Mr. Sayre. The following is a list of the 10 winners in order of finish:

1. Wesley H. Sayre, 240-14 Caney Road, Rosedale 22, N. Y.
2. Tim Price, 1124 Local Street, Medford, Oregon.
3. John Ernest Bailey, 1550 Byron Street, Huntington, Indiana.
4. Glenn Biegon, 6127 S. W. 34th Street, Miami, Florida.

5. Raymond Lububinski, 9530 Winsome, Houston, Texas.

6. Martin Rubenstein, 5529 Raleigh Street, Pittsburgh, Pa.

7. Vincent M. Longo, 78 Elm Drive, Levittown, N. Y.

8. Patrick & Michael McGraw, 210 Glenwood, Houston, Texas.

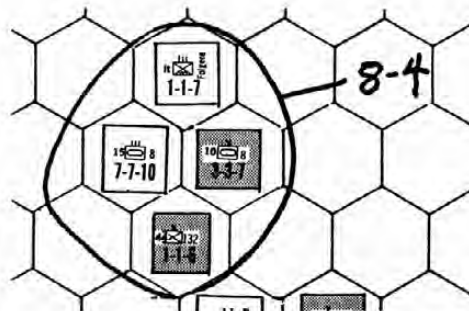
9. D. Paul Balla, 6235 S. 75th Avenue, Argo, Illinois.

10. Roger B. White, Jr., 16470 South Park Blvd., Cleveland, Ohio.

We are reproducing Mr. Sayre's winning entry as a guidepost for you to follow in subsequent contests. It was interesting to note that he broke combat down into only 4 battles instead of 5 as most of the contestants had done.

(a) Attacking Units	vs	(b) Defending Units	(c) Battle Odds	(d) Name of Stock	(g) Stock/Sales-In-Hundreds	(h) Results of Battle
1 FOLGORE, 15-8		10 ARM 8	8-3	EAST. AIR LINES	41	D - elim.
2 ARIETE		44-132 ARM 32	4-3	IBM	74	Exchange
3 INF 51		44-61	4-1	COCA COLA	35	D - elim.
4 CENTOR, PISTOLIO, LITORIO		1 ARM 2	8-4	AMPEL	97	Exchange

The Judges informed us that about 10% of the entrants had to be disqualified due mostly to the fact that they were dividing combat between Units that were not in opposing Unit's zones of control.



This diagram is typical of the mistake made by many entrants. The Folgore Unit cannot fight in the same battle

with the British 44-132 Unit because they are not in each other's zone of control. Other disqualifications occurred when some Units were left out altogether. In fact, Lawrence Pinsky, would have been a winner except for the fact that he did not engage the Folgore Unit against the British 10-8 Unit.

Several disqualifications also occurred when entrants tried to resolve combat in one great big 2 to 1 battle. We suggest that these people re-read the rules regarding Multiple Unit Battles and study examples in the Battle Manual.

Also, several used the same Stock for more than one battle. But since this was not clearly stated in the Contest rules, we did not disqualify entrants on this technicality. Hereafter, we shall be more explicit.

Now - turn to page 5 for Contest #2, featuring Baseball Strategy.

"Family Man," Thomas LaFarge, New England Editor



Thomas S. LaFarge (One in the middle)
Point Road, Marion, Massachusetts

EDITOR -- New England covering Maine, Vermont, New Hampshire, Massachusetts, Connecticut and Rhode Island.

I was born in New Jersey in 1947, and spent the first two years there. My father was Christopher La Farge, an author, who loved travelling, such that from two to five years old, I lived

first in Switzerland, then in Paris. We moved back to the United States; and I lived for one year in Hamilton, Mass. and for four years in Katonah, N. Y. In the Fall of 1957 my mother and I returned to Europe and lived in England through the Spring of 1960, since when we have lived in Marion, Mass. on Buzzard's Bay. I have been at school at Groton, in Groton, Mass. since the Fall of 1961.

My favorite Avalon Hill game, of which I have several, is a version of Gettysburg, using the old board and the men from the more recent version (I was able to find the Confederate brigade commanders' names after a little research.) My ideal is to set up a game of German Intelligence Gettysburg, whereby each player relays his moves to a central figure who can see everything, and tell each player exactly how much they can see. I would be delighted to receive ideas on this or any other subject... Thomas S. La Farge, Point Road, Marion, Mass.



Gentlemen:

Horray! At last someone has come up with a good, if not downright brilliant idea for fledgling military "brains." Let me be one of many, I'm sure, who will congratulate you on your idea of "play-by-mail" kit (s); how about making these kits for your other games?

I noticed in the circular advertising Afrika Korps that the games' price doesn't include a Field Marshallsbaton; thats too bad, since I have already bought a slightly used Command Car. Oh well, \$5.98 doesn't buy today what it did 10 years ago... Walter Stewart.

Sir;

...I am playing one of your editors, Carl F. Knabe II, and I would appreciate any tips you could give me for the British... Freddie Adams, Atlanta, Georgia.

EDITOR'S NOTE: Just pray.

Dear Sirs:

I find that Afrika Korps is very uneven. Rommel cannot get Tobruk if the Allied Commander has any sense at all. The only reason Rommel took Tobruk was because the British lost control of the Mediterranean. In this game Britain never lose control of the Mediterranean. Also, the Germans cannot attack on the first turn because they don't have a garrison in their home base to get a supply train... Whit Stillman, 1556 34th Street, N. W., Washington, D. C. 20007.

Dear Sir,

I would personally like to congratulate you and your company on the designing of such an interesting, exciting-sounding, intriguing, captivating, drool, smack, pant, wheeze game as "Afrika Korps." In fact, I shall prove my appreciation by ordering one, when I get the money.

However, I want to issue a protest against your company's insinuation that I, or anyother self-styled general would go "ape" over anything! We're much too intellectual!...A Fan, 410 Doyle Drive, Alexandria, Virginia.

Gentlemen:

I'd like to know what prompted your new approach to advertising. It sounds as if Li'l Abner is writing your prose: "Drool, smack, pant, wheeze, slobber." Ha.

Unless you've really come up with something new and spectacular, your price for the GENERAL is completely ridiculous. Maybe you should send out free samples..... I get the National Geographic for less than \$.60 a copy.

Anyway, enclosed please find a check for the full amount of \$5.98 for AFRIKA KORPS. I would appreciate delivery as immediately as possible... David B. Rezin, 1306 11th Ave., Yuma, Arizona.

(Continued on Page 4, Column 1)

You're Not Reading the Rules

Hold it, fellows...many of you Afrika Korps Generals out there in the "desert" are attacking on your very first Turn. This is not allowed because the German player does not control his home base at the beginning of the game, therefore he is not entitled to a Supply Unit on the first Turn. Absurd? Certainly not...at this time in the real campaign the Germans were having supply problems as insolated elements of British led troops were constantly harrassing German supply columns coming up from Tripoli...one of the reasons why the British were "asleep at Msus when Rommel rolled right past them March 31, 1942." The German strategy at the beginning of the game, therefore, is to move into position against the 4-4-7 British Unit at Msus and "kill" it on the 2nd or succeeding Turn.

Afrika Korps-Rules Supplement

1. SEA MOVEMENT: We are reversing our previous stand and are no longer allowing sea movement of any kind in and out of Benghazi. However, sea movement between Tobruk and your home base is allowed. Example: in one turn you may move Units to Tobruk and then off the board, leaving them "at sea." On your next turn you place them directly on your home base square and you can move them to wherever you wish according to their full movement factor. (NOTE: this ruling supercedes that printed in the May issue of "The General.") To transfer Units from your home base to Tobruk the procedure is reversed: in one turn you move your Units to your home base and then remove them from the board. On the next turn place them at Tobruk and move them to wherever you wish. To repeat: this rule is to be followed in place of that stated in the May issue under the heading, "Afrika Korps -- Sea Movement." Transfers between Tobruk and your opponent's home base is never allowed, even if you control your opponent's home base. Also remember: movement of Combat and Supply Units in and out of Benghazi by sea is no longer allowed.

2. GERMAN FIRST TURN: The German player is not allowed to attack on his first turn of the game. Because he does not control his home base at the beginning of this turn, he is not entitled to a Supply Unit. This rule is elaborated upon elsewhere in this newsletter.

3. GRID SQUARES: The row of squares at the south side of the board containing grid numbers cannot be used. Row X is the lowest row that can be used.

(Continued on Page 4, Column 2)

A Typical Day in the Life of an Avalon Hill Fan

Times are Approximate - A.M.

- 9:00 Board a bus in Alexandria, Va.
- 11:00 Arrive at Greyhound depot, Baltimore, Maryland.
- 11:00 Walk to The Avalon Hill plant, to 1601 N. Guilford Avenue, Baltimore, Maryland.
- 11:45 Purchase one (1) Afrika Korps game from deliriously happy plant manager.
- 11:46 Trudge on back to Greyhound bus depot.
- 2 P.M. Arrive back home at 3156 N. Rosser Street, Alexandria, Virginia, with game still clutched tightly under arm pit ...Larry McPherson.

Letters, Yes We Get Letters...

(Continued from page 3)

Dear Sirs:

I am writing while I have a broken arm. So, I will be playing a lot of D-Day, U-Boat, Stalingrad, Bismarck, and Gettysburg. I will be getting a lot of money for my birthday so I'd like to get a good game on the South Pacific. Of course, I know to make a good Avalon Hill game it takes time. Remember Guadalcanal. G. J. DeSilvio, 5828 Parma Heights Blvd., Parma Heights 30, Ohio.

EDITOR'S NOTE: Guadalcanal is quite high on our priority list, but for now, take that hot little birthday money and invest it in a copy of Afrika Korps.

Dear Sir:

Well, there go my grades. You guys couldn't wait 'til summer, no! You had to be just in time for exams. I feel like a slave. When a new A.H. game is sitting on my desk, waiting to be played, I can't be properly studious. It's a conspiracy! I'm drained dry financially and intellectually. Oh well, forget it! Here's my thirteen bucks...Anonymous

Dear Sirs:

Just a note to let you know my two brothers and I are rabid A-H fans. But if we weren't, the new public relations angle would have swung it. Do you by any chance have a guy from "Mad" magazine in your public relations dept.? Heck, I got a bang out of just reading the "Afrika Korps" circular!

Good luck to you people; and much congratulations! It's about time someone put out games requiring intelligence and skill instead of dumb luck...Conrad Jarrell.

Brooklynite, Victor Madeja, Editor for Middle Atlantic



Victor Madeja
287 Bedford Avenue
Brooklyn, N. Y. 11211

EDITOR -- Middle Atlantic covering New York, New Jersey and Pennsylvania.

Four years ago I purchased Tactics II. Since then, I've been a regular collector of the games. They encouraged me to read about past battles and wars, and really sparked my interest in military topics. My column will often view the games from a historical angle and by my opinions and suggestions it will attempt to improve the games' realism and increase their pleasure.

Born on VE Day

I was born VE day 1948 in Munich (I am, however, Polish by nationality), we moved here when I was less than two years old. Currently, I am a Junior in Brooklyn Technical High School. Some of my other interests are: swimming, playing chess, stamp collecting (U.S. & U.N.), reading Science Fiction, and listening to Folk music.

Afrika Korps-Rules Supplement

(Continued from page 3)

4. SQUARES E-18 and F-19, while adjacent by sea, are not adjacent by land consequently opposing Units on these squares are not allowed to attack

each other.

5. GERMAN SUPPLY: The uncertainty of supply availability on the German side was a major problem encountered by General Rommel. To reflect this situation more realistically, we suggest you follow the Supply Chart and the rules on its use:

DIE ROLL	MARCH 1941 TO JUNE 1941	JULY 1941 TO NOVEMBER 1941	DECEMBER 1941 TO END OF GAME
1	SUNK	SUNK	SUNK
2	SUNK	SUNK	--
3	--	SUNK	--
4	--	--	--
5	--	--	--
6	--	--	--

Rules: before the German player takes his turn, he rolls the die. If he rolls a "sunk" he does not receive a Supply Unit for that turn. Otherwise, he gets his Supply Unit in the normal manner. To incorporate this rule in the Play-By-Mail kit, the British player selects the stock at the end of his Turn so that when the German player

is ready to take his turn, he will know whether or not he is to receive a Supply Unit.

In the play by mail system, for March to June; Sales in Hundreds ending in 1, 2 and 3 equals "sunk"; July to November; 1, 2, 3, 4 and 5 equals "sunk"; and for December to the end; 1 and 2 equals "sunk."

The Ultimate in Wargaming

For those who wish even more realism in their battle games, short of actual combat itself, drop a line to the editor of "The Wargamer's Newsletter." This magazine is published for devotees of 3-dimensional games in which actual figurines, wagons, etc. are moved across rolling terrain usually encompassing someone's backyard.

The Wargamer's Newsletter also deals with articles on general strategy and tactics on ancient battles as well as contemporary ones. We suggest that you drop a line to its publisher: Donald F. Featherstone, 69 Hill Lane, Southampton, England, for full information. As noted in their newsletter, there are quite a few subscribers from the "states."

CONTEST NO. 2

This contest involves an inning of Baseball Strategy. The lineup has already been drawn up for you on the Entry Blank side. All you have to do is to select the swing for each of the 8 batters -- with the object being to score as many Total-Base points as possible. For contest purposes all 8

hitters will bat in the inning regardless of the number of outs incurred. Now -- we suggest you grab a bat and take a few practice swings in your backyard while our ace chucker, Leon Forkball, prepares to loosen up in the Avalon Hill bullpen.



HOW TO PLAY

Now refer to the Lineup Sheet on the Contest Entry Blank. (You will be hitting against a Righthanded Fastballer behind Average Defense.) Columns (a) and (b) have already been filled in for you. You fill in column (c)...consult the Offense Chart of your Baseball Strategy game and choose one of four Swings for each of the 8 batters: A - Pull Swing; B - Normal Swing; C - Hit & Run Swing; or D - Bunt. Simply list the Swing by the letter; A, B, C, or D. When selecting Stocks for column (d) choose only from the list printed below the Lineup. You may list Stocks in any order you wish. You may not select the same Stock more than once. You do not fill in columns (e) and (f). Avalon Hill has selected the Closing Transactions Date for (e) and will complete column (f) by referring to the Hitter's Results Table when marking your entry. Finally -- include your name and address where indicated. Make sure you state the Avalon Hill game you wish as your prize in the event you become a winner.

HOW TO SCORE

Each hitter's fate will be determined in the manner similar to the way combat is resolved in the Afrika Korps Play-by-Mail Kit. The Avalon Hill judges will consult the New York Stock Exchange report for closing transactions

of Monday, August 3, 1964. The result of each batter's Swing will be determined by cross-indexing the last digit of each Stock's Sales-in-Hundred figure with the proper column on the Hitter's Results Table. Total-Base points will be scored as follows: Long Belt (7) - 4 points; Double (5) - 3; Single (3) - 2; Walk (1) - 1; Passed Ball (9) - 1; Pick off (11) - minus 1; all others - 0.

HOW YOU WIN

10 Winners will be named. Winning entries will be those who score the most Total-Base points. In case of ties, earliest postmarked entries will decide (allowances will be made for distant entrants.) Winners will be awarded a FREE Avalon Hill game of their choice.

HOW TO ENTER

This contest is free to all subscribers. Simply fill in the entry blank and mail to: The Avalon Hill Company, 210 W. 28th Street, Baltimore, Maryland 21211. Contest Department. Entries must be postmarked on or before Saturday, August 1, 1964. Print your name and address clearly. And make sure you mention the game you wish as winning prize.

ENTRY BLANK

DEFENSE: Average; PITCHER: FAST - RIGHTHANDER

(a) Batter (by Uniform number)	(b) Offense Chart	(c) Swing	(d) Name of Stock (The Pitch)	(e) Closing Transactions Date	(f) Result	Total-Base points
13	1					
1	2					
8	2					
14	3					
12	2					
6	3					
10	3					
5	1					

SELECT STOCKS FROM THIS GROUP:

Falstaff Firestone Family Finance General Electric Fruehoff Ford Motor Fairchild Camera
 Food Fair Flintkote Filtrol General Motors General Dynamics Fram General Foods

HITTER'S RESULT TABLE	Sales-in-Hundreds (last digit)									
	1	2	3	4	5	6	7	8	9	0
	HIGH INSIDE	HIGH OUTSIDE	LOW INSIDE	LOW OUTSIDE	PITCHOUT	HIGH INSIDE	HIGH OUTSIDE	LOW INSIDE	LOW OUTSIDE	PITCHOUT

Name _____ PRIZE _____ (Avalon Hill game)

Address _____ City _____ State _____

Midwest

Carl F. Knabe II
1019 Kinnaird Avenue
Fort Wayne, Indiana



EDITOR - Midwest covering Wisconsin, Michigan, Illinois, Indiana and Ohio.

Credits and Debits on Plan Red.

by Carl F. Knabe II

To those asking questions about the coordinate system - it was supplied to me by the Avalon Hill Company and although it is very satisfactory it might be confusing to those not "initiated" in hexagonal coordinate methods. The best way to figure it out is to draw a line between two points on the same letter line (say Calais V-12 and Chateau Thierry V-20) and two points on an intersecting number line (say La Havre O-17 and Luxembourg CC-17) and then line up the rest of the number and letter lines from these base two.

To those now wondering what "Plan Red" is - it was supplied by me to the Avalon Hill Company as the result of three years of work on the part of friends and myself as the optimum German defensive set up for D-DAY and which appeared in the May 1st issue with such garish column headings as "Plan Red - The Unstoppable German Defense" and "Germans Can't Lose in D-Day" (these supplied by AH, by the way, which although a "tad bit" outspoken are, unfortunately, true). If the Germans play their cards right they cannot lose, especially under the new rules supplied by Avalon Hill to bring the whole game back into line with later Avalon Hill War Games. If you missed the article or the new rules you can still order the May 1st issue as a back issue.

I have received plus and minus comment on Plan Red - but little from the Midwest. What's the matter Midwest, nobody play the games or nobody has any opinions? Holger Swanson of West Orange, New Jersey writes:

"I have owned an Avalon Hill D-DAY game for 2 years and have had a lot of trouble setting up proper German defenses. As a result the Germans usually were defeated very badly. Then I received my first issue of the Avalon Hill General Newsletter and saw your column, "Plan Red" - from Purdue U." I set up the grid system you mentioned and put my forces in the exact locations called for in Plan Red. My opponent invaded in South France and I immediately pulled back into the Secondary Defense

Play Balance for Afrika Korps - Victor Madeja, Editor

Victor Madeja

After receiving AFRIKA KORPS, I was disappointed because time after time the British were crushed early in the game. With the reduced German supply capacity for play balance, the result took longer to achieve and was, perhaps more costly for the Axis. After considerable experimentation, I decided on the following rules for equalizing the chances of victory.

1. Begin replacement rate first half of May 1941, and continue every other turn thereafter. In all other respects, it would be subject to rules on replacements.

2. British are allowed to place their units in North Africa, in whatever man-

Line, even though I didn't exactly get all the units into the positions you suggested. Nevertheless, when the Allied troops hit the Meuse River line, it was like smashing into a stone wall. By the time they did break through they were too weak to do anything about it. I was able to counter-attack and wipe them out. So, thanks to you, I can win a few games of D-DAY."

On the other hand, Tom Rosseler of Ogden, Utah feels:

"To the people who have submitted the "infallable" German Plan, I have but one word, "impossible! I don't care what the plan or what the game is, all "set" plans have their weaknesses. The first obvious weakness in Knabe's plan is his "set ideas" and his "logical thinking." At best warfare is anything but logical. All excellent commanders reason and think in the abstract (but not logically? -CK), i.e. To defend a river they fight in front of it; they attack the strongest part of the line thus smashing the enemy's system of "logical thinking" and his army.

Delving deeper into Knabe's plan, we can see if certain key units (such as the 5-5-4's) can be eliminated, his plan will be flattened. Actually, since he had no strategical plan but just tactical ones, he will be at a complete loss at what to do. All in all he will be flattened and mashed, and smashed and slaughtered."

Myself, I no longer use Plan Red but instead try different radical German defenses since I have become rather bored with the same pattern of action (Plan Red) which leads to the same conclusion more than 9 out of 10 times, i.e. a German win.

Please, no more challenges for AFRIKA KORPS - I have passed the twenty-five mark and feel that the eight I am currently playing are all I can handle plus!

ner they wish for the first turn (disregarding the March 1941 situation card). Replacement rate begins normally, but it remains at a ratio of three British factors to one Axis factor a turn, whether or not Tobruch falls.

3. Starting the second half of April 1941 the British receive 1 replacement factor a turn, and the Axis receive 1 factor for every 3rd British factor. Therefore, the Axis would receive 1 factor in the beginning of June another in the second part of July and so on. When the Germans take Tobruch both players receive 1 factor every other turn; or, if the British home base is captured, 1 factor every third turn.

Rules Don't Sacrifice Play Balance

I point all this out so the above rules won't be called "play balance." The use of any one of them will serve to make the game more realistic in the long run. Use rule No. 3 to begin with, since this is probably the one that best accomplishes equalizing the game. Rule No. 2 will shift the chance on victory to the Germans; and No. 1 will shift it to the British.

For the most realistic of all games use Rule No. 2 in conjunction with the reduced German supply capacity. It makes for a highly challenging game for any German player. Try it and see how much like Rommel you really are.

Change in Isolation

Suggestion: Any isolated unit should be allowed to retain 1/3 of its offensive strength. Thus, an isolated 3:3:7 would i.e. become a 1:3:7. This rule pertains only to the individual units themselves, not to the total offensive strength of any group of isolated units; ex. if 21 offensive factors are isolated you could not take, say a 4:4:7 and a 3:3:7, to represent the total offensive strength of the isolated units. Ignore fractions (a 4:4:7 becomes a 1:4:7) unless they total a whole number (3:4:4:7's have together a strength of 4:12:7).

Reason: An isolated unit rarely loses all its fighting capacity. Although it may have to abandon its heavy equipment, and may lack ammunition and petrol, there is almost always enough of both of the latter to refuel some vehicles and arm some men (esp. if there is an air force to drop the bare necessities of combat). Once the isolation is broken it could refuel and go back to its previous strength. History provides many examples of such breakthroughs.

This rule would allow isolated units to aid free units in a breakout or possibly to do so themselves.

Sage Sarge Sez: Tactics for Two—Operation Can-Can

by Louis Zocchi

I call this Operation Can Can because you bottle up and destroy the Red 1st Corps. You will use all your armor in the attack and you will can his entire force. At the end of this article I will recap how many squares each man has left on the road after reaching C8-16. Each time Reds 1st Corps set up changes, you will have to devise a different placement on the island for your fighting troops. Remember to get as many 3-1 attacks as you can. He won't be able to retreat so you can cut him up in as many pieces as you like. 5-1 attacks are better than 3-1 but you will have to fight 5 of his men on your first move and you can't get 5-1 in all these fights. Don't fight at 2-1, that's asking for trouble.

1. Your 1st Amphibian starts in the SW corner of 1st Army area and marches to Blue capital. He ships out and lands on the beach on the north side of Red island and moves via the road to 6-14. Because this is directly adjacent to C8-16 you have control of the city and can use it for a port.

2. 1st Army Group moves to Blue capital, ships out to most western square in C8-16 and moves to 12-8 square which blocks the north bridge into the Red capital at C16-9.

3. 1st Army HQ unit goes to Blue capital and ships to the east square in C8-16. He moves across the bridge to stop at 11-16. This gives him control of C13-16 which can be used as a port.

4. 4th Corps HQ, which starts from the most NW square in the corps area, moves to C43-43 and ships to C13-16. Moving via roads to 15-14, he can deny Red direct access to the North Red capital bridge.

5. 2nd amphib starting from NE corner of 2nd corps area, moves to Blue capital, ships out, and lands at 10-3 beach and moves to 8-3 blocking the road.

6. 5th armored moves to C28-51 and ships to C8-16. He arrives with 19 road moves left. He moves to 4-5.

7. 6th Armored moves to C28-51 and ships to C8-16 arriving with 18 on road moves left. Put him at 4-6.

8. 3rd armor moves out from the east-most square of the company area and moves to the Blue capital. He ships to C8-16 and arrives with 10 road moves left. He moves to 9-7.

9. 22nd inf. starting from 29-51 moves to C28-51 and arrives in C8-16 with 12 road moves left. He goes to 9-6.

10. 21st inf. starting from 30-51 moves to C28-51 and garrisons.

11. 4th armored starting at 38-45 moves to C43-43 ships to C8-16 and arrives with 15 moves left. He goes to 9-5.

12. 2nd armor at 16-34 moves via the road to Blue capital and ships to C8-16. He arrives with 14 moves left and goes to 5-7.

13. 1st armor moves from 9-49 to Blue capital and ships to C8-16 with 7 moves left and goes to 6-7.

14. 23rd inf. moves from 30-52 to C8-16 with 10 road moves left. Move him to 8-7.

15. 24th inf. moves to C28-51 ships to C8-16 with 11 road moves left. Move him to 7-7.

16. 25th inf. starting from east square in corps area, moves 5 squares to C25-51 ships to C13-16 and thence via road to 16-9 from which he blocks the west bridge into Red capital.

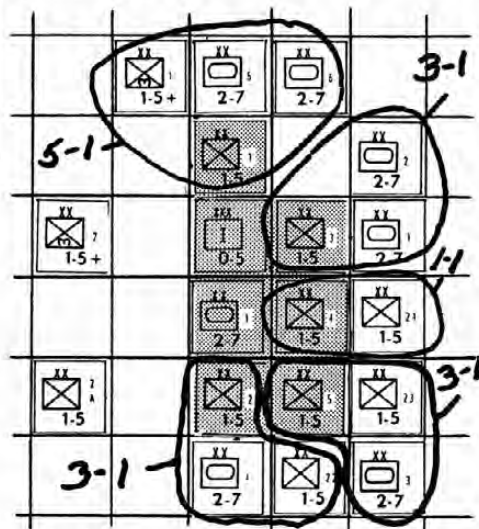
17. Place paratroops at 4-4 and 6-3. This completes your surrounding of Red's 1st corps.

18. Send remainder of 1st corps to Blue capital.

19. Send 2nd and 3rd corps to form a line along the river running north to south on line 26. Defend the river from the North forest to the mountains in the south. Use your HQ units to defend the bridges. If Red crosses at the bridges, you would only lose HQ units. You will have 18 squares to defend but by placing a man in every other square you can do it effectively.

20. Send your mountain divisions to the Blue capital.

21. Dispatch 4th corps troops to C43-42 to standby for shipping out or ship them out to the Blue capital and move them along the roads towards the border river so you will have a force available for counter attack if Red attacks across the river.



In the attack diagram, I have showed only one set-up that Red might use in his 1st corps area. As you can see, Red's initial disposition of troops within the 1st corps area will dictate how

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and where you will place your troops for the first attack. The first move is made in 3 phases. The first phase is isolating of Red on the island. The second phase is the setting up for combat on the island, and the third phase is the constructing of your own defense.

Red's 1st corps is completely surrounded so he can't retreat. I have no fear of 3-1 fights in this situation because a retreat for Red means death. If all goes perfectly, I will kill off 5 Red units, and he will have only his armored and HQ unit left after combat. If all goes badly, he could get 3 exchanges with me, kill one of my men in the 1-1 and lose one man on the 5-1. No matter how it goes, Red won't have more than 3 men left after the battle. He will have no room to maneuver, and I can bring in the 4th corps to replace my losses while Red has only his paratroops which are too valuable to sacrifice for a lost cause.

Red will probably attack your bridge guards but he won't be able to reach his shattered 1st corps in time if you block the bridges again from the island side. If you used your 4th corps to reinforce your island troops.

If Red doesn't occupy C3-28, capture it with your paratroops on your 2nd move of the game. You can use your 1st or 4th corps to ship out of that city and attack the red defenders on the river or any other targets within range.

When Red has the first move, his chances for wiping out a complete corps within 2 moves are very slim. I recommend capturing C43-43 with the 1st amphibian and moving the 1st, 2nd, 4th, 5th, and 6th armored to the city and thence to an attack on the 4th corps area. If you attack any other corps area, Blue can attack you from 2 directions. Ship your 1st reserve and 4th corps area. If you attack any other corps area, Blue can attack you from 2 directions. Ship your 1st reserve and 4th corps to C43-43 to garrison the city and attack 4th corps. Send your 2nd and 3rd corps to the border river. Blue will be in a tight spot. If he uses his reserve to fight off your invaders, they will be outnumbered. If he brings his 3rd corps in to help 4th corps his

(Continued on page 11)

South Atlantic

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EDITOR - South Atlantic covering Maryland, D.C., West Virginia, Virginia, Kentucky, North Carolina, South Carolina, Georgia, Alabama, Mississippi and Florida.

For this column I think I will finish up the story of my game. Last column I said I would tell you how we colored the board, the optional rules, nature of the armed forces and the like, so I shall. In coloring the board we used a solution of colored India ink for the seas. For the mountains we used brown magic marker which worked very well. For swamps we again used the magic marker except this time the color was green and we used standard swamp symbols. For coloring the counters we used solutions of colored India ink brushing them on the counters. To write on these colored counters we used a special pen called a Rapidograph. This pen though expensive (\$5.00) is what I consider the best for the job. After you're through writing and coloring these counters it is best to use some sort of clear lacquer spray to keep the counters from ever smearing. This has worked satisfactorily for us and I hope it works as well for you.

On the board we have flak units designed to protect the large industrial complexes of each country from air attack. Also for the protection of supply centers and ports. We have armored units as well as motorized infantry on the board. The difference between regular infantry and motorized is the movement factor, the motorized being higher. Specialized units "unique" to our game are engineers. These engineers repair bridges, cities, ports and railheads if damaged by enemy action. We also have aircraft the fact of which is now obvious. Aircraft are divided into 3 parts, fighters, bombers and transports. Each has special properties regarding attacking other units. Fighters for example can attack, trains, bridges and bombers while bombers attack ports, ships, factories, and armored, infantry units. (Bombers include fighter bombers, dive bombers, and the long range heavies.) Transports carry the paratroops, engineers, generals, ambassadors and regiments of regular infantry. Also "unique" to our game is the navies. We have carriers, battleships, cruisers, destroyers, submarines, mines, mine-sweepers, mine layers, etc.

Mr. Danny Walker is in favor of a game about the Punic Wars. These are the wars between Carthage and Rome.

Central Editorship to Daniel Hughes, History Bug



Daniel Hughes
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Wichita, Kansas 67203

EDITOR -- Central covering North Dakota, South Dakota, Minnesota, Nebraska, Iowa, Kansas and Missouri.

I am 17 years old, and have recently graduated from high school. I shall attend Wichita State University in the

All he needs is support by letters to the company to at least get them thinking along those lines. I add my vote in favor of a Roman Empire game. All those interested in contacting Mr. Walker his address is 7308 Vernon Rd., Richmond, Va.

Mr. R.J. Petrlik along with Mr. G. Glemza both would like extensive information about my game. This would

fall, where I plan to major in history.

I am a four-year debater, during which time I have compiled an 89-24 won-lost record. Last year I wrote for the school paper. In the last three years I have participated in Spring Speech, twice receiving First Division Ratings in the State Speech Festival in extempore speech.

For the previous 7 years I have played summer baseball, and I have umpired in little leagues for the past three.

I am president of the National Forensics League chapter of my school, and have received a Degree of Excellence from this national organization.

I am interested in becoming an editor for the General for several reasons. I must admit one of them is the possibility of the free subscription. I feel that I could contribute interesting and intelligent articles on Avalon Hill games, battle situations, and other matters pertaining to fields of interest to readers of the General. I apologize for my audacity and self-praise, but I do feel that I am qualified for the job.

entail a tremendous amount of work, for not even we have all the information you requested. I will, however, get a club member to write you and fill you in briefly about our game along the lines requested.

Thank you all that have written, for even though I am very slow responding, if at all, I do appreciate your letters.

OPPONENTS WANTED

EDITOR'S NOTE: As a free service to the subscriber, we will publish any "Want Ad" submitted to us. Please type your "Ad" and word it exactly as you wish it published. Ads received after the 15th day preceding publication date will appear in the following issue.

Will slaughter any opponents on any Avalon Hill game within reasonable distance of our home. Write: Larry Williams or Kenneth Kaminski, 1743 N. Wood Street, Chicago 22, Illinois.

For Afrika Korps; will take either side. Only shrewd players need write. Michael L. Harrington, 2423 Fairway Drive, Winston-Salem, North Carolina 27103.

Field Marshal Tod Thompson and Admiral Ivor Massey would like to engage any competent Allied Commander in Afrika Korps. Our headquarters is located at either 4207 or 4603 Sulgrave Road, Richmond 21, Virginia.

German Field-Marshal wants British General in Afrika Korps. Address: Ron Bullis, 1215 East Main Street, Osage, Iowa 50461.

Any game, any side, any time. Age 21; attending college, majoring in electrical engineering; AH battle game addict for 2.5 years and a darned good general in my own right. Any takers? Ray Wright, 5032 - 10th Court South, Birmingham 12, Alabama.

Capable British General wishes to engage aggressive German Field-Marshal in a game of Afrika Korps. Write: Terry Griffiths, 4012 Idella St., Mogadore, Ohio 44260.

A team match is desired against Leonard Savoie and Ed Harris. Write: Ed Harris, 337 Hollow Tree Ridge Road, Darien, Connecticut.

An Afrika Korps opponent is desired. Write: Michael Barlow, P. O. Box 67, East Boothbay, Maine.

Wanted, able Union General to play undefeated Confederate General in a game of Gettysburg (original version). Write: David Raybin, 303 Alpine Rd., Staunton, Virginia 24401.

Field-MARSHAL ERWIN ROMMEL will take on all who wish to fight him. Write: Bill Schmid, 290 Lorraine St., Glen Ellyn, Illinois.

Wanted - Afrika Korps - Waterloo or Gettysburg player - adult preferred although not necessary - have been playing about 3 years now and would enjoy challenging match - John Joseph, Age 21, 10219 S. Artesian Ave., Chicago 42, Illinois.

Avalon Hill game enthusiast wishes to engage in a game of Afrika Korps with someone willing to command the British, but enthusiast is willing to play a second game as the British with this person. Will play with a maximum of 2 German supply wagons. Write: James W. Connelley, 3556 Oak Leaf Rd., Pittsburgh, Penna., 15227.

My friend and I would like to put an ad in the paper for an opponent to any war game within a reasonable distance from our home. I must insist that, though we will take on any number, we must work as a team. Kenneth Kaminski, 1743 N. Wood St., Chicago 22, Illinois.

Fairly experienced German commander wishes to engage capable Britisher in a game of Afrika Korps. Write: Bruce Baird, 2505 N. 84th St., Wauwatosa 26, Wisconsin.

"Experienced British General desires to engage capable German Field-Marshal in a game of Afrika Korps." ... Stewart M. Vockel, III, 257 Vee Fynn Dr., Pittsburgh, Pa. 15228.

Seasoned German Field-Marshal desires to vie with British General in North Africa - Object British capitulation. Send challenge to J. Patrick Banks, 1125-D Peterson, Park Ridge, Ill. 60068.

Garden City First Allied Army is looking for an opponent to crush on the desert sands of North Africa (Afrika Korps). Contact: John Kuhlman, 127 Garden St., Garden City, New York.

Needed Desperately! German Commander in D-Day, Afrika Korps; Russian Commander in Stalingrad. Write: Colley Pat Webb, 1200 Bowie, Amarillo, Texas.

Experienced opponent wanted for either Allied or Axis forces in Afrika Korps. Write to the BRAZEN WARRIOR: Buddy Bivins, 4007 South Grand, Monroe, Louisiana 71201.

Have Army, will destroy you. Write: E. J. Cunningham, 501 E. Brookside, Colorado Springs, Colorado 80906.

My General Staff is in search of worthy tacticians. Write: John M. Gray, 11 Prospect Avenue, Sea Cliff, New York.

Pacific Coast

Jon Perica
5663 Ramara Avenue
Woodland Hills,
California 91364



EDITOR -- Pacific Coast covering Hawaii, California, Oregon, Washington and the Far East.

For those of you who don't have much to do during the summer and are looking for interesting work, try being an editor for The General. At present, I have received challenges from 12 different people from all over the country. I wish to thank everyone who has written so far and encourage interested opponents to include challenges at anytime.

Trying to standardize my column, I have decided to include as a regular feature, two interesting and informative additions to my regular article. The first addition is a book review of 10 books that pertain to Avalon Hill games. Many of these books can be purchased in paperback and should provide a complete background to many of the games. All of the books included are written by well known authors and I hope they will be of interest to all of you military strategists.

1. Soldier's Story by Omar N. Bradley*
2. Lost victories by Erich Manstein
3. Memoirs by Karl Doneitz*
4. Struggle for Europe by Chester Wilmot
5. Montgomery of Alamein by Bernard Montgomery
6. Rommel's Papers by Erwin Rommel
7. The German Generals Talk by Lidell Hart
8. Military History of the Western World--3 volumes by Fuller
9. The Second World War--6 volumes by Winston Churchill*
10. Calculated Risk by Mark Clark

*These books can be found in paperback form.

The success of Avalon Hill's play-by-mail has been wonderful because it enables people who have never met, to challenge each other. Following up on the idea of individual games, one of my club members has come up with a great new idea. The type of game suggested by Chief of Staff George Phelps would be a multi-player game that would require the talents of 12 to an unlimited number of interested players. Following is this suggestion plan and the organization of such a game.

Multi-player game

All major command posts would be filled with staffs for the larger commands. You would, under most circumstances have both superiors and subordinates, something lacking in most

Everybody's Happy

Dear Sir:

If you honor my request and represented currency, you will make many people very happy. You will make me happy because I'll have the game. You will make your company happy because you will have my money. And you will make the President happy because I will have spent my tax cut and the government will get some of that money. David B. Whiskeyman, 112 S. Broad St., Lititz, Pa.

multi-commander games. There would be really four different types of command. The first would be the lowest command, because he would have no subordinates. He would receive orders from his superior and be allowed to actually move the troops. You would for example, get an order from your immediate commander to capture "X" city, or cross "Y" river line. This order wouldn't tell you where to move your units, it would just tell you what you have been ordered to do.

The next link is the commands between the supreme commander and the lower subordinates. These leaders would not move any troops but would break down a general order in terms of the specific area he was in charge of. A typical order might be to capture cities a, b, and c by a certain month. The commander, in turn, would dispatch orders to their subordinates, who would be of two types. The first type would be the subordinates who actually move the troops. If the commander is higher up, he would have subordinates who would break his orders down lower to be transferred again, so it pertains to the specific area. This is a vital link in the command system, for each commander is responsible for getting the job ordered by his superiors done in the best way possible, and he is responsible for the success or failure of his subordinates. Also, these commanders would have a staff, which will be explained later on.

The third group is composed usually of only two members. This is the supreme command which dictates orders to everyone else. Their orders would be only in general terms. Orders from the supreme commanders might read, "destroy all enemy units in this area." They would also have a staff to help them in their plans.

The fourth group of positions is the staff. There are four staff offices, operation, personnel, intelligence and logistics.

Personnel is perhaps the least desired of all the jobs because he would have to send reports to all commanders of the strength of the troops under his command. This job would be even more interesting with games that involved

Question Corner

ON AFRIKA CORPS

Q: "About the Rommel Headquarters Units; how many different Units may it add the two square bonus to?"

A: As many as it can reach subject to the limitation of its Movement Factor.

large numbers of troops and it could serve as a jumping off place for command positions.

Logistics would be an interesting position even without actual supply pieces to worry about. The job would also cover the movement of reinforcements to the front. In a game such as Afrika Korps it would be one of the most desirable because of the importance of supply in the game.

Intelligence is an unusual position because you have to anticipate the movements of your opponent. Your reports go a long way to determine what the commander will do.

Operations probably is the best of all staff positions because you plan the exact movements outlined by the supreme commander. The actual coordination of the troops would be another job of operations.

I would like to organize a first game by this system. This first game would be of D-Day. If you are interested in participating, please send the following information.

1. Your name and address
2. A list of all Avalon Hill games you own.
3. A list of all Avalon Hill games you can play.
4. How long have you been playing Avalon Hill games.
5. Which of the four groups you would prefer (give 1st, 2nd, and 3rd choices and if staff, which position).

This information will be used partly to determine which job you will receive. But no guarantees can be made to the position you will get.

Please send your requests as soon as possible because the deadline for requests is July 31, when the game will begin.

Please address all requests to, George Phelps, 20624 Skouras Drive, Canoga Park, California 90136.

Attention! Are you interested in an easy victory in any Avalon Hill game? Would you like to be guaranteed a win before you even start? If your answer is yes, don't bother to read any further because the following challenge is to only those opponents who feel they are worthy enough to play against me. Only a true Avalon Hill player with a large experience can comprehend the total scope of my magnificent strategy.

Tactics for Two—

(Continued from page 8)

river line will be weak and your 2nd and 3rd corps can attack across. Blue's 1st corps will not reach the battle area until after Blue's 2nd turn to move so Red will have a chance to rip into Blue when Blue will be short handed.

Recap Of Moves Left

After reaching Red capital via the sea, the following listed units should have these road moves left:
Armored 5th has 19, 6th has 18, 3rd has 10, 4th has 15, 2nd has 14 & 1st has 7.
Infantry 22nd has 12, 23rd has 10, 24th has 11, and 25th has 10.

WOODLAND HILLS LEAGUE

	Won	Tech'l	Lost	Points
Jon Perica	5	3	1	22
Tom Bossler	5	1	0	17
Steve Karel	2	2	5	15
Gene Alkana	4	0	2	14
Mike Bisgrove	4	0	1	13
Gary Carlson	2	0	4	10
George Phelps	1	0	4	7
Robert Rose	1	0	4	7

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